

# **PINKY VOICE**

**Voice Doll Vending Machine**

**USER MANUAL**  
**[ENGLISH]**

**Megafeel Co., Ltd.**

# CONTENTS

## A. INTRODUCTION

- A-1) Special features ----- page 2
- A-2) Merit of ‘pinky voice’
- A-3) Specification
- A-4) Explanation for Appearance ----- page 3

## B. BEFORE STARTING THE MACHINE

- B-1) Credit Setting ----- page 4
- B-2) Motor Self-alignment ----- page 5
- B-3) “SALES MODE” & “FREE PLAY MODE”
- B-4) Removing dolls from the storage
- B-5) PRECAUSION ----- page 6

## C. HOW TO USE “PINKY VOICE”

- C-1) Playing Procedure ----- page 7
- C-2) Adjusting volume of Speaker,  
Music, and Recording voice ----- page 12

## D. WIRING DIAGRAM

- D-1)Main Board to Bill/Coin Mechanism --- page13
- D-2)Main Board to Motor Mechanism of doll storage
- D-3)Main Board to Doll storage ----- page14
- D-4)Main Board to Speaker
- D-5)Main Board to LCD Inverter----- page15
- D-6)Main Board to Recording Jag for Doll
- D-7)M/B to Buttons & Limit SW of Motor for recording jag
- D-8)Main Board to LCD terminal
- D-9)Main Board to Phone Handset
- D-10)Main Board to Control Board ----- page16
- D-11)Main Board to Display Board ----- page17
- D-12)Main Board to POWER SUPPLY
- D-13)Main Board to LED ----- page18

## E. ELECTRIACAL FLOW CHART --- page19

## F. TROUBLE SHOOTING(Q&A) ----- page20

## A.INTRODUCTION

### A-1) Special features

- First time ever, voice-doll vending machine.
- Recording function of ~~the voice~~ real voice with background music.
- One time recording lasts permanently.
- Various kinds of characteristic dolls.
- In clear & vivid voice recording quality through ADPCM voice modulation.
- Exciting, enjoyable background music prepared variously.
- With case that can be used as a saving box and a pencil case

### A-2) Merit of pinky voice.

It prevents trivial errors by simplifying of the way of input & output for goods.

It provides a very convenient operating condition though guiding voice & large LCD indication.

It has a note detector, which can distinguish between three kinds of note, so maintainer needn't be bothered with coin changing.

It applies the newest key, so you needn't worry about theft by key duplication.

It is equipped with roller to facilitate moving and installation.

### A-3) Specification

#### Specifications

Item	Description
Appearance	1,850H * 900W * 690
Net Weight	280kg
Applicable voltage	AC110V, 230V/ 50HZ,60HZ
Consuming electricity	65W
Sort of doll	5 to 8 sorts
Maximum storage capacity of dolls	152 units to over 200 units

**Function**

Function	Description
Maximum recording time	10sec
Number of background music selections	6
Modulation mode	ACDPCM
Sample rate	Max 8KHZ
Bill Acceptor / Coin mechanism	(Buyer option)

**A-4) Explanation for Appearance**

- 1) **Fluorescence lamp:** When power starts to be supplied, interior fluorescent lamp turns on
- 2) **Speaker:** voice-guide & background music come through here.
- 3)**LED:** All LED is twinkling during stand-by and operation, only selected item's LED is twinkling.
- 4)**Front showcase:** It displays 8 kinds of doll.
- 5)**LCD display panel:** It displays pinky voice beginning screen during stand-by.  
Processing status will be shown on it.(when it is being operated.)
- 6)**Operation button panel section**

**BULE,& BED BUTTONS****< BULE BUTTON >**

- ① It is used when customers select doll or background music they wish to select.
- ② It is used when customers record their voice
- ③ It is used when customers want to hear their recorded voice
- ④ It is used when customers want to transmit to save their recording contents.

**< RED BUTTON >**

- ① It is used when customers decide doll and background music.
- ② It is used when customers wish to record again background music or recording voice by themselves

- 7)**Connecting slot:** It is used when customers wish to connect their purchased goods with pinky voice vending-machine

**8)Key box**

- 9)**Handset:** It is used when customers select doll or background music.

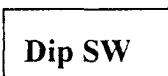
- 10)**Input slot for coin:** It is used to insert coin into the machine.

## B. BEFORE STARTING THE MACHINE

### B-I) Credit Setting

You are able to make credit setting by yourself by changing the Dip Switch.

Please refer to the following to do credit setting.

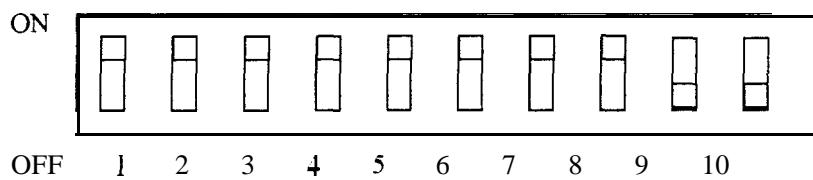


#### \*Default value of Dip SW\*

From No.1 to No.8 ---- "ON"

No.9 ---- "OFF"

No.10 ---- "OFF"



#### \*Control Dip switch for credit setting

<From No.1 to No.6 of DIP SW is for credit establishment. >

#### \*CREDIT SETTING(Default value is "ON" )

BILL	1	2	3	4	5	6
8 credits	ON	ON	ON	ON	ON	ON
7 credit	OFF	ON	ON	ON	ON	ON
6 credit	ON	OFF	ON	ON	ON	ON
5 credit	ON	ON	OFF	ON	ON	ON
4 credit	ON	ON	ON	OFF	ON	ON
3 credit	ON	ON	ON	ON	OFF	ON
2 credit	ON	ON	ON	ON	ON	OFF

- a) When No.6 DIP switch is OFF, two credits are one play
- b) When No.5 DIP switch is OFF, it means one play per three credits
- c) When No.4 is OFF, four credits are one play. . . . .
  
- g) When No. 1 is OFF, seven credits are one play
- h) When **every** DIP switch from No. 1 to No.6 is "ON", it means that eight credits are one play
- ↳ You are able to adjust the number of credit to play per game.\*\*

## B-2) Motor Self-alignment

=> No. 8 Dip SW “OFF” + “RESET” button of control box

<The motors start to eject a doll from every doll storage(rack)>.

We strongly recommend that you do above operating to make sure the machine works well as soon as you receive this machine. .

Whenever the machine is moved to another place, please let the machine do self-alignment. Especially, after first installation of the machine, we recommend it.

## B-3) “SALES MODE” & “FREE PLAY MODE”

### a) “SALES” MODE

SALE MODE controlled by No.9 Dip switch.

Dip No.9 “OFF” + RESET button

### b) “FREE PLAY” MODE

Dip No.9 “ON” + RESET button

Please operate “No.9 OFF + RESET button” after free play, otherwise the machine will keep the “FREE PLAY” mode.

## B-4) Removing dolls from the doll storage

Dip No.10 “ON” + Dip No. 2 “OFF” + RESET Button

Deep No. 10 always has to be “OFF” → this is normal status during sales mode

\*When you want to make No.1 storage empty

Dip No.10 “ON” + Dip No.1 “OFF” + RESET button

\*When you want to make No.2 storage empty

Dip No.10 “ON” + Dip No.2 “OFF” + RESET button

\*When you want to make No.3 storage empty

Dip No.10 "ON" + Dip No.3 "OFF" – RESET button

⋮

\*When you want to make No.8 storage empty

Dip No.10 "ON" + Dip No.8 "OFF" – RESET button

Finally If you want to make every storage(from No.1 to No.8) empty

Dip No.10 "ON" + Whole Dip switch (No.1 – No.8) "OFF" + RESET button  
then every doll in the machine will be removed after pushing "RESET" button.

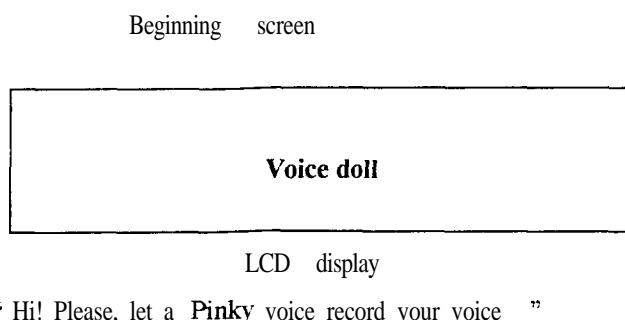
## B-5) PRECAUTION

- 1) Please avoid a direct ray of sunlight, moisture and dust.
- 2) Pinky voice has to be installed on a place, which is horizontally flat.
- 3) It should be kept away from an impact in the way of movement
- 4) The electricity has to be AC110V and AC 220V.
- 5) Inside of the machine should be kept away from water.

## C. HOW TO USE “PINKY VOICE”

### C- 1) Playing Procedure

- 1) First, a user starts supplying electricity to pinky voice and turns power switch on, then fluorescent Lamp lights on. Subsequently, background music with guiding voice comes out together, then Beginning screen mode (pinky voice character) will be shown on LCD screen repeatedly



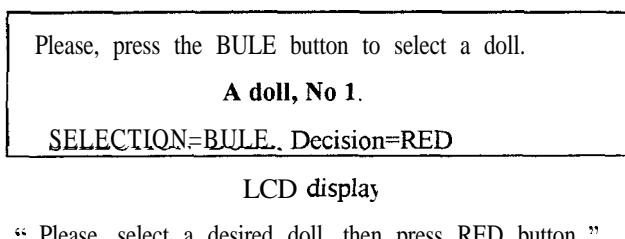
- 2) As soon as a note or a coin is inserted, the amount of money appears on LCD screen.  
→ When one dollar note is inserted into a machine.

Inserted money

1 Dollar

LCD display

- 3) When money is inserted, up to the complete amount for selling, a guide mention will be shown on LCD display.



4) When a customer selects desired goods (doll), presses the RED button, then the goods (doll) come out to 'output point for dolls ' then the LCD screen will display with the guiding voice.

→ For example, if you want to **select goods** (doll) No.3, please press button mice and check the LED lights on.

Please, press the BULE button to select a doll.

**A doll, No 1.**

**SELECTION=BULE, DECISION=RED**

LCD display

“ The doll has come out. Please take the doll out and connect connecting terminal to connection slot and select background music. If you press BULE button again, then background music will be changed. Please, press the RED button if you like ”.

- When customer's desired doll has been sold **out**, then guiding voice & the LCD screen will inform that.

**SOLD OUT**

The selected doll is sold out.

Please, select another doll.

LCD display

“ The selected doll has been sold out, please select another doll.”

5) Next, please connect the goods that has come out from the machine to 'connection slot', then press the BULE button to select background music among 6 kinds. (Whenever customers press BULE button, background music is changed and LCD screen displays background music No.)

→ For example, if the wanted background music is No.5, then press the BULE button 4 times.

Please, select music after connection of the doll to  
'connection slot'

**Music, No.1**

**SELECTION=BULE, DECISION=RED**

LCD display

6) After the selection of background music, please press the BULE button, then the LCD screen will display guiding screen and the guiding voice is spoken at same time.

**Start recording**

1. Pick up the handset and press the BULE button  
2. Then, starts recording after beep sound.

LCD display  
--Please, press the BULE button "

7) Please, pick up the handset, press the BULE button, then selected background music comes from Receiver, then the handset beeps, after beep sound a customer can start recording. The maximum Recording time is up to 10sec.

**Start recording**

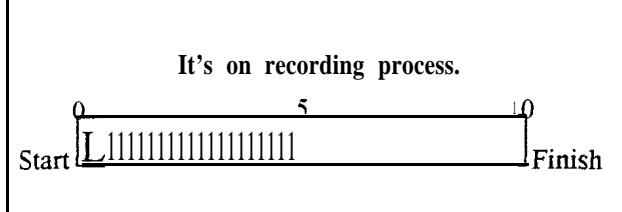
1. Pick up the handset and press the BULE button  
2. Then, start recording after beep sound.

LCD display

" Pick up the handset, press the BULE button and the recording starts after the beep sound.

8) When it is on the recording process, it indicates processing time.

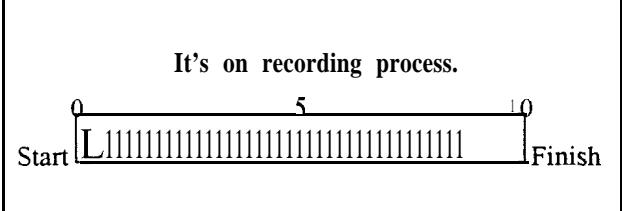
It's on recording process.



LCD display

9) After recording, background music will be off. And guiding voice will be announced.

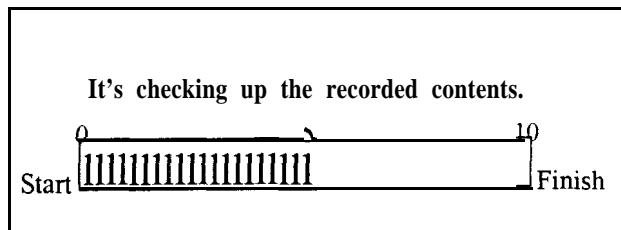
It's on recording process.



LCD display

" The recording is finished. Please, press the BULE button to check the recorded contents"

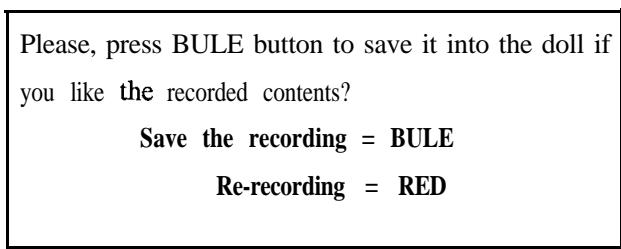
10) Subsequently, please pick up the handset to check the recorded contents.



LCD display

11) When the check is over, customers can re-select the background music. rerecord their voice & re-transmission as much as customer want to if the recorded contents are not satisfactory.

→ After the transmission is over, a customer can't change the recorded contents. So please, check it utterly.

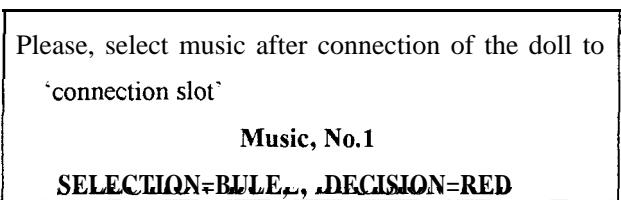


LCD display

“ If you are satisfied with the recorded contents, please press the BULE button. If you wan to re-record your voice, then press the RED button”.

12) If the customer doesn't satisfy recorded contents, please press the RED button, then record again.

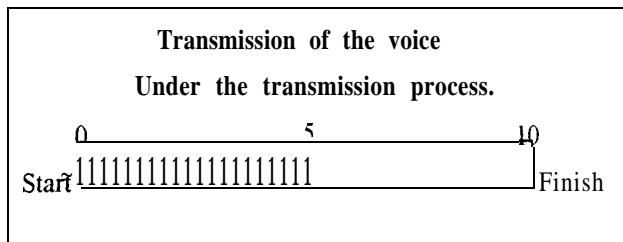
→ It re-starts from 4" step.



LCD display

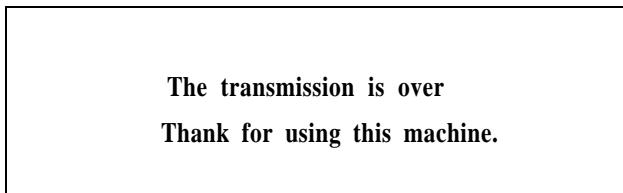
“ Please, select your background music again.”

13) If a customer wants to **save** recorded contents into goods (doll), please press the **BULE** button.



LCD display

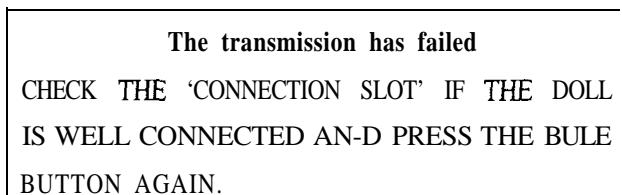
13) When recorded contents have been transmitted? please disconnect the doll from the pink-Voice machine. Subsequently, please check the recorded contents again.



LCD display

"The transmission is over. Please disconnect the doll from the connection slot and check the recorded contents by pressing the doll's center section"

15) In occasion, the recorded contents isn't saved into the goods (doll), please check it whether the doll is connected properly with 'connection slot' or not and if OK, please press the transmission button again.



LCD display

"The transmission has not completed. Please, check the connection slot and then press the BULE button once again.

## **C-2) Adjusting volume of speaker, Music, Recording voice**

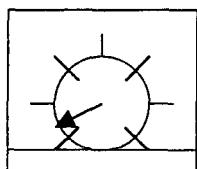
According to the place which the machine is installed, you are able to select the best condition by adjusting the volume levels at “Control Board” located on inside of front panel(door).

<At control Board>

**\*Following indicates are default value. Please control the indicator according to the installation place.**

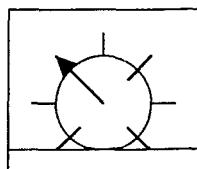
**It must be tested by recording a doll after you change the indicate values.**

**\*Music**



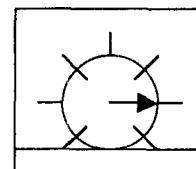
Max

## \*Recording Voice



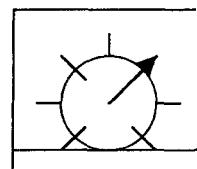
Min.

## “Doll Voice



### Max. Min.

## \*Speaker

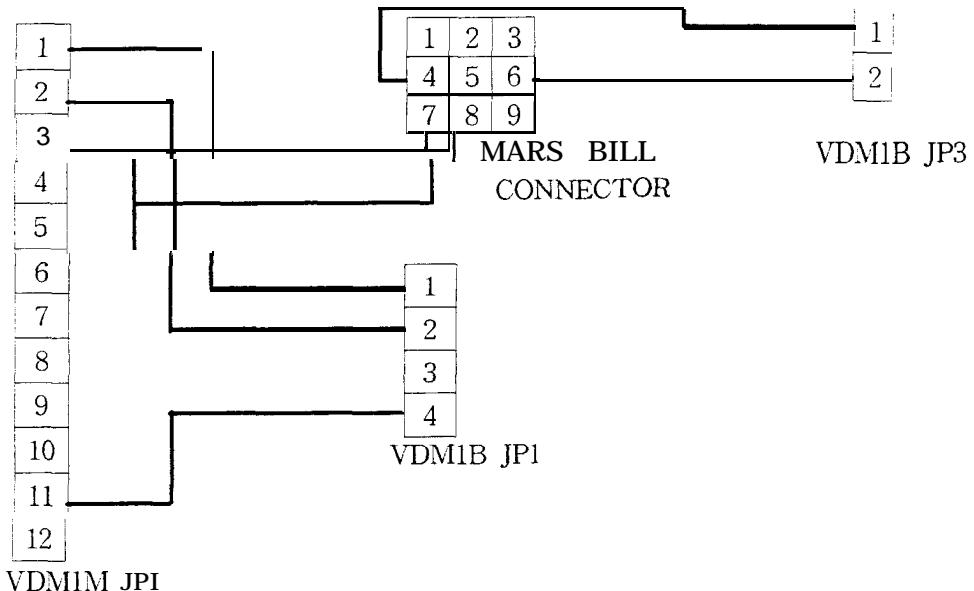


Min.

- 1) **Music** : Adjusting background music volume during recording the voice at a doll
- 2) **Recording Voice** : The volume of your speaking voice can be controlled by
- 3) **Doll Voice** : Adjusting the volume of the doll sound after you finish the recording
- 4) **Speaker** : Control the Speaker volume of the machine

## D. WIRING DIAGRAM

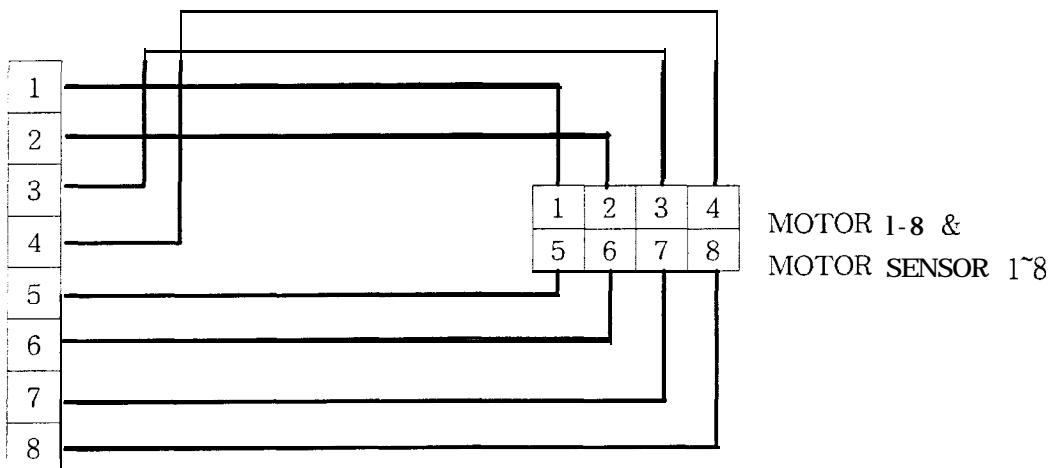
D-1). Main board JP1 <---> Bill Acceptor



VDM1M JP1

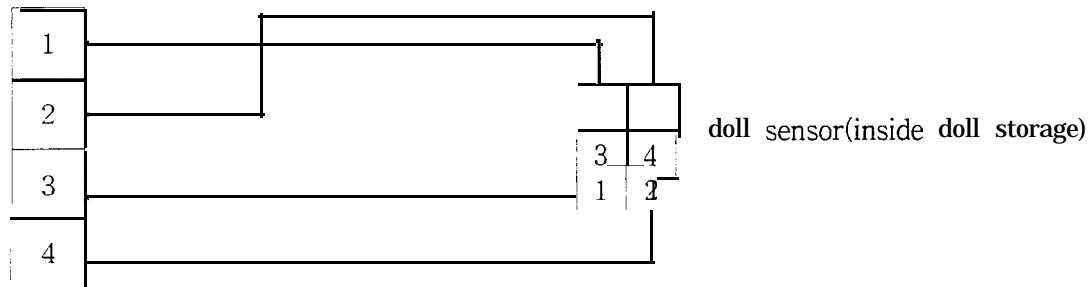
VDM1M JP1		VDM1B JP1		VDM1B JP3		MARS BILL CONNECTOR	
1	+24V	1	+24V	1	AC	4	AC
2	GND(흑)	2	GND(흑)	2	AC	6	AC
3	DP(적)	3				7	DP(적)
11	REL	4	REL			8	GND(흑)

D-2) Main Board <---> Motor Mechanism (applied to JP2,JP4,JP7,JP10)



VDM1M JP2, JP4, JP7, JP10

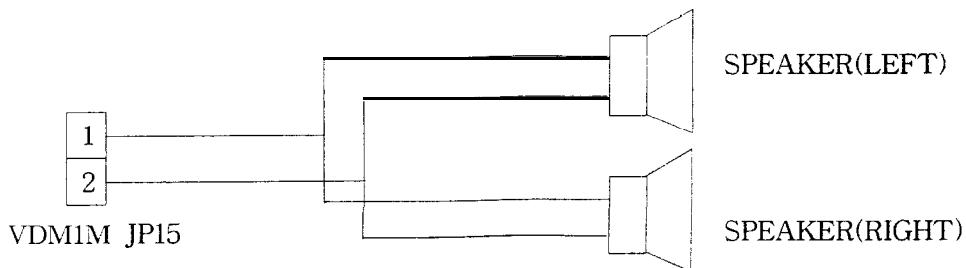
**D-3) Main Board <---> Doll storage(Rack) ( Applied for JP3,JP5,JP8,JP11)**



VDM1M JP3, JP5, JP8, JP11

구분	NO.	1(ORG)	2(BLK)	3(ORG)	4(BLK)
VDM1M JP3,JP5,JP8,JP11		SENSOR	GND	SENSOR	GND
Doll Storage Sensor		SENSOR	GND	SENSOR	GND

**D-4). Main Board(JP15) <---> Speaker**



1: SPEAKER OUTPUT(ORG)

2: GND (GRN)

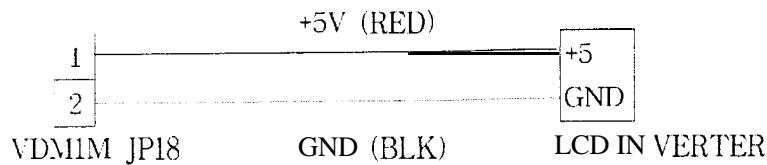
\*Main Board(JP6) <---> COIN HOPPER( only used for Korean market)

1	+24V(백)	1
2	GND(백)	2
3	HOPPER ENABLE(백)	3
4	COIN PULSE(백)	4
5	HOPPER ON(백)	5
6	HOPPER ERROR(백)	6
7	GND(백)	7

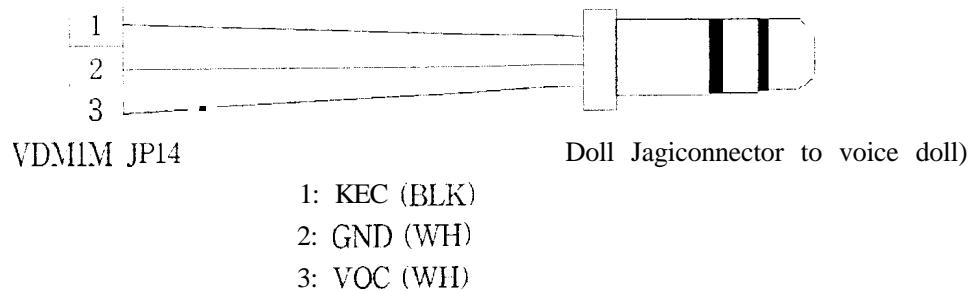
VDM1M JP6

HOPPER JP1

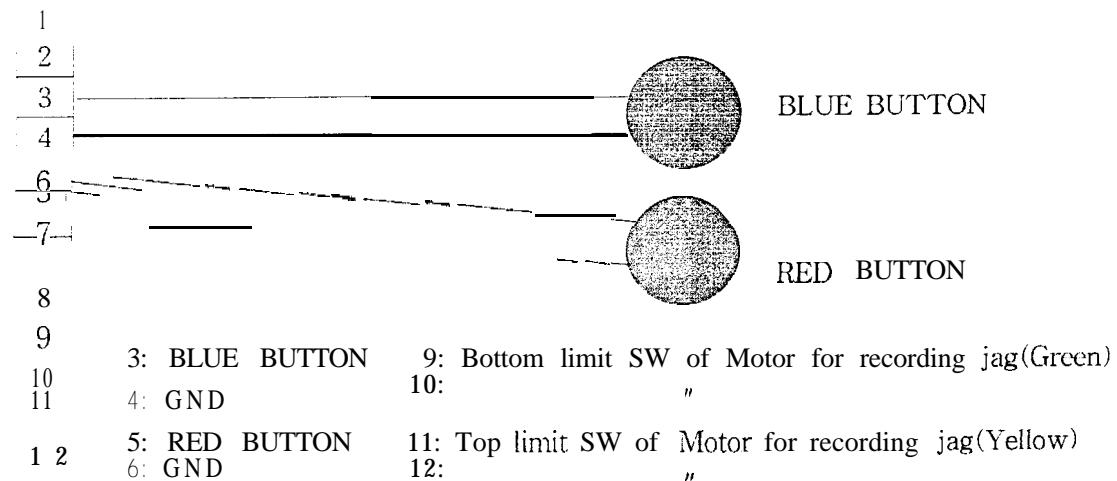
D-5) Main Board(JP18) <---> INVERTER CABLE OF LCD



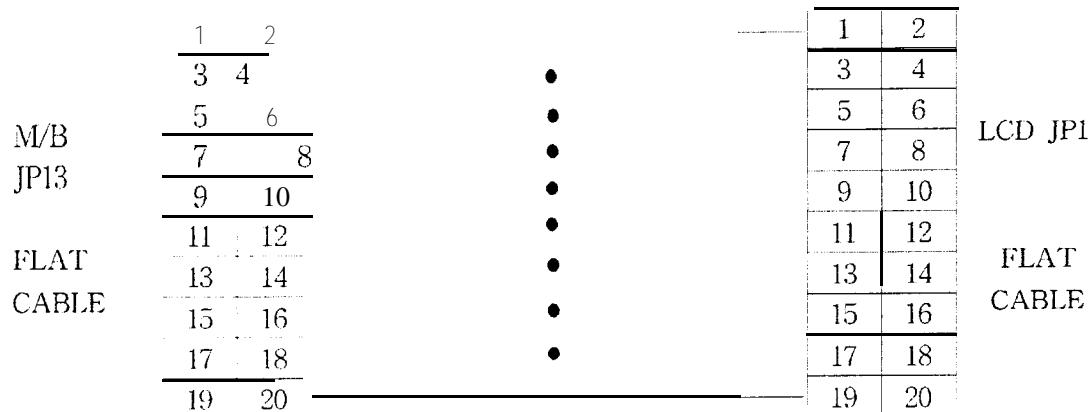
D-6) Main Board (JP14) <---> Recording Jag Terminal for Doll



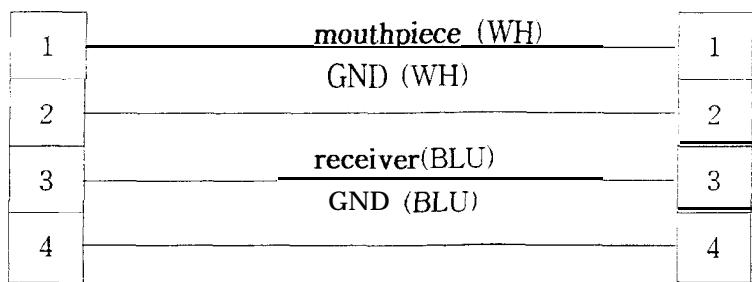
#### D-7). Main Board (JP12) <---> BUTTONS



D-8) Main Board (JP13) <----> LCD Terminal



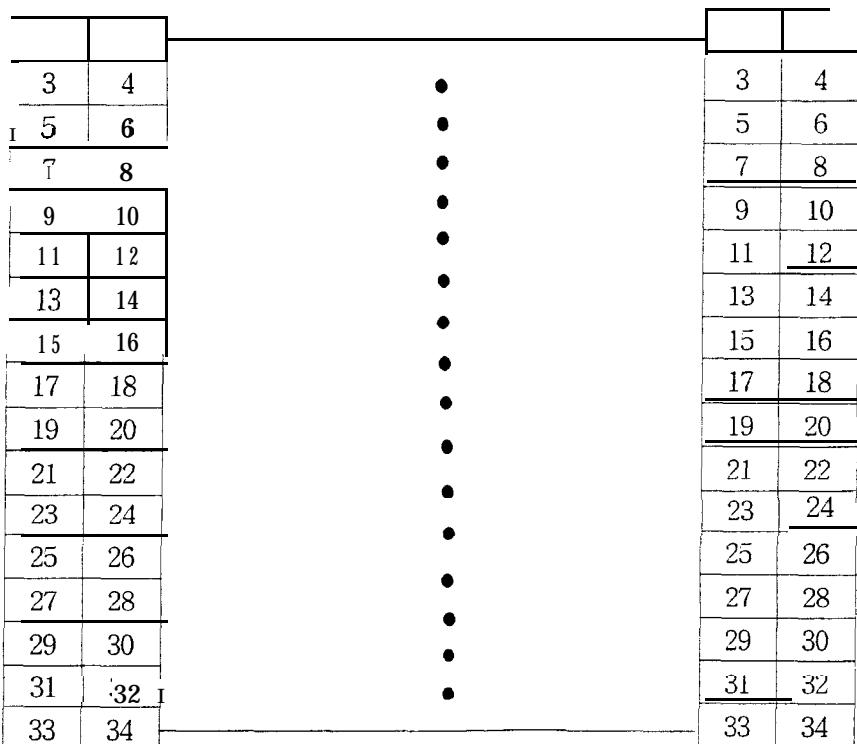
**D-g) Main Board (JP17) <---> Phone Receiver & Mouthpiece ( a handset)**



VDM1M JP17

송수화기

**D-10) Main Board(JP20) <---> Control Board**

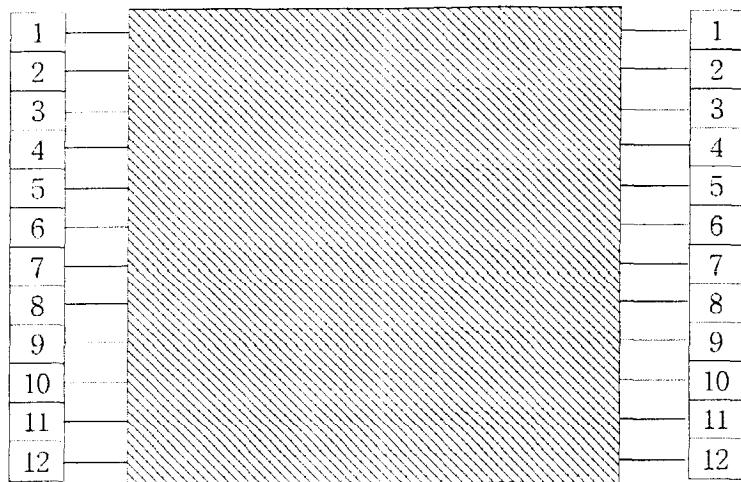


VDM1M JP20

VDM1C JP22

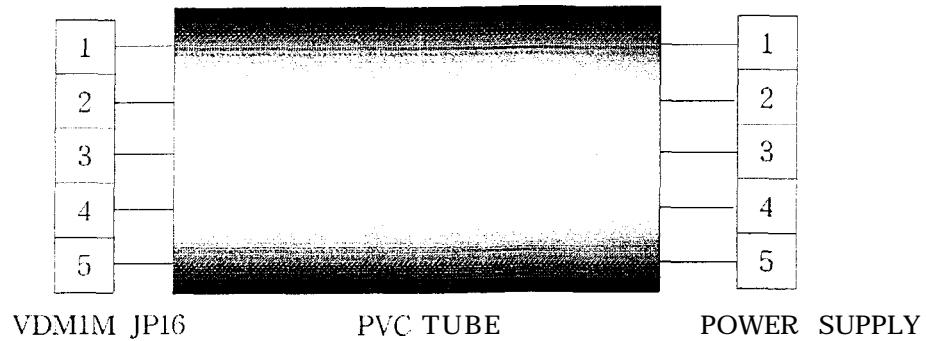
NO.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
NAME	MUSIC A	GND	MUSIC B	GND	VOICE A	GND	VOICE B	GND	DOLL A	GND	DOLL B	GND	SP A	GND	SP B	GND	-15V
NO.	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
NAME	GND	LCD B	GND	DS1	DS2	DS3	DS4	DS5	DS6	DS7	DS8	DS9	DS10		RESET		

D-11) Main Board (JP21) <---> Dispaly Board( for counting the remained doll at the storage)



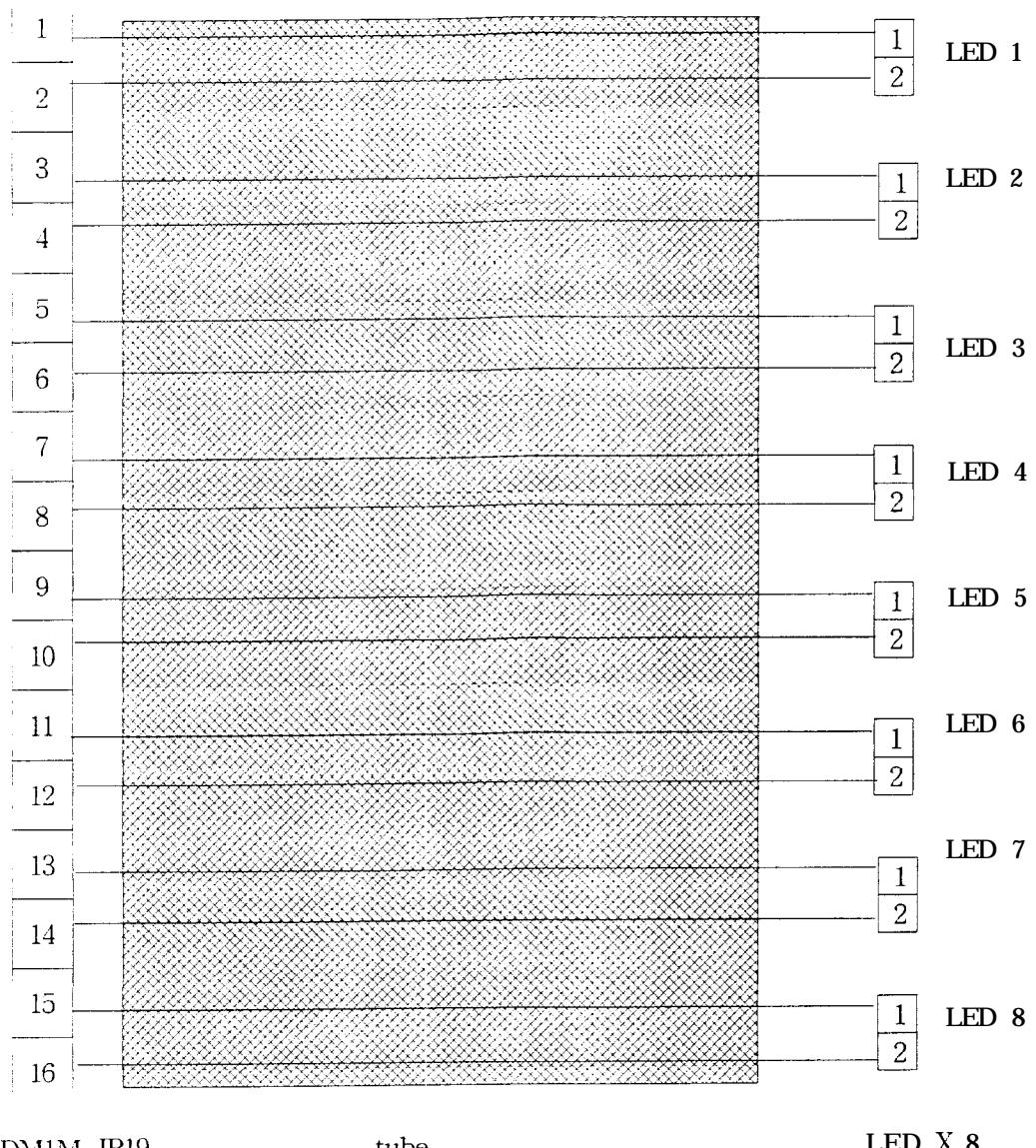
NO.	1	2	3	4	5	6	7	8	9	10	11	12
NAME	+5V	MT1	MT2	MT3	MT4	MT5	MT6	MT7	MT8	MTINT	USER	GND

D-12) Main Board (JP16) <---> POWER SUPPLY



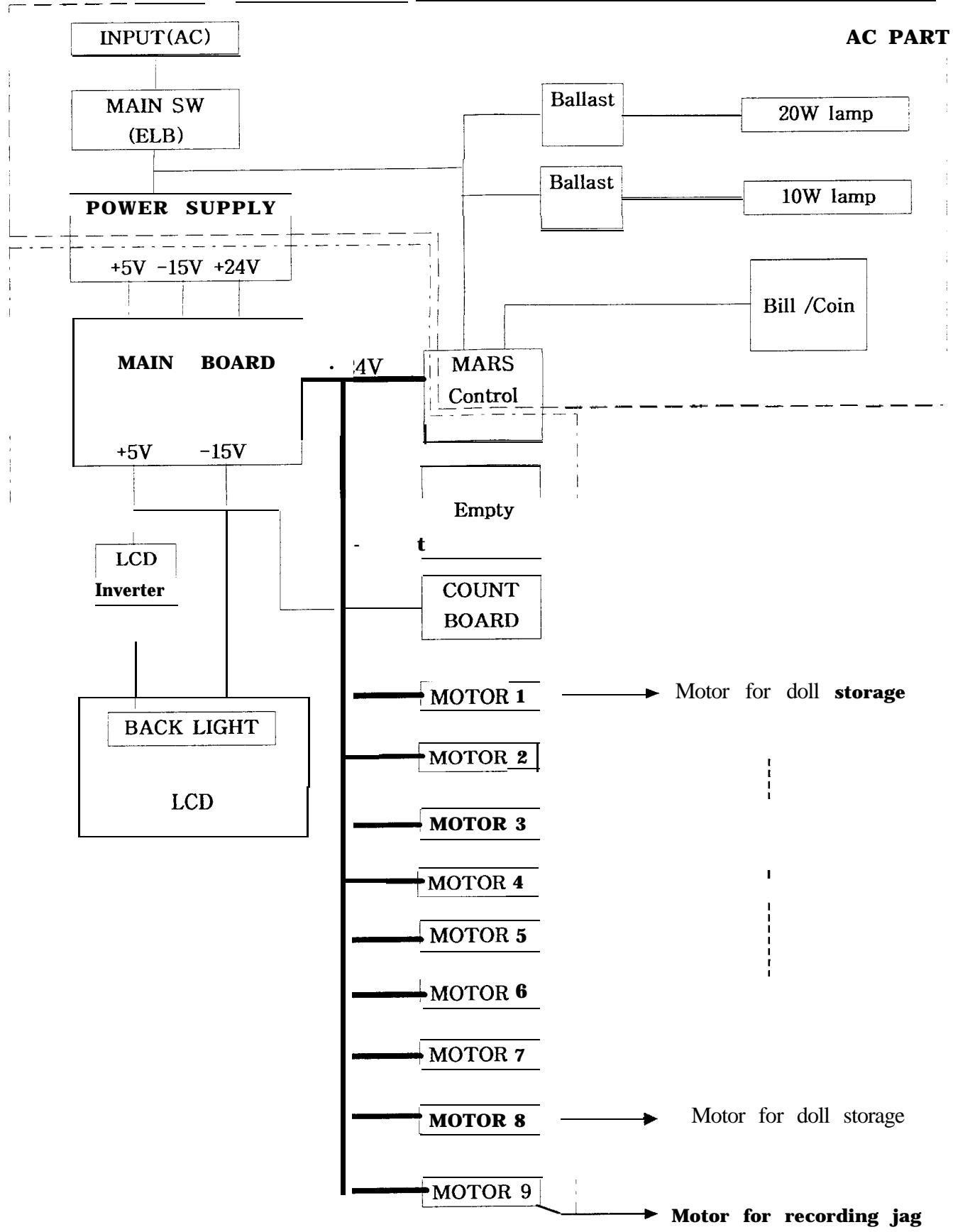
- 1: +24V
- 2: GND
- 3: GND
- 4: -15V
- 5: +5V

**D-13) Main Board (JP19) <---> LED**



N O .	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	(BRW)	(RED)	( )	(RED)	(ORG)	(RED)	(GRN)	(RED)	(BLU)	(RED)	(PUR)	(RED)	(GRY)	(RED)	(WH)	(RED)
NAME	LED1	+5V	LED1	+5V	LED3	+5V	LED4	+5V	LED5	+5V	LED6	+5V	LED7	+5V	LED8	+5V

## E. ELECTRICAL FLOW CHART



## **F. Trouble shooting guide (Q & A)**

**Q. The power has been supplied to pinky voice but pinky voice doesn't give beginning music & LCD display.**

Ans : Please check the electricity you are using, then try again.

**Q. After the money is inserted into the machine, LCD screen doesn't indicate anything.**

Ans : Please check the note whether it is damaged or crushed, or coin slot is being blocked by some coin which might has problem. Crushed or worn coins can't be used .

**Q. Although money was put up to established money to sell, LCD doesn't display a screen for selecting a doll.**

Ans : Please, check pinky voice' DIP SW whether it is set correctly, then please reset DIP SW again.

**Q. There is no sound when a customer tries to confirm recording contents.**

Ans : When a customer wishes to hear recorded contents, it only comes from the handset.

**Q. The transmission button isn't working properly.**

Ans : Please look over 'connection point' whether it is properly connected with cable from the goods (doll) or not.

**Q. It indicates 'stop using' sign.**

Ans. : Please, check below points.

1. In case, there is only one doll in each case.  
→ Please fill the case with dolls
2. In case, there are no coins in returning coin box  
→ Please fill the coin box with coins.